

SUGGESTED A & B CONNECTIONS ON TRANSFORMER BASED UPON INPUT LINE VOLTAGE.

INPUT LINE	WIRE	WIRE CONNECTION	
VOLTAGE	A	В	
110	115	45	
115	115	45	
120	127	45	
127	127	45	
200	200	45	
210	200	45	
220	220	45	
230	220	45	
240	240	45	
250	240	45	

When any amusement game built in the United States is used in a different part of the world, it is important that the transformer connections be checked and moved if necessary. Midway Mfg. Co. suggests that its MT-6 Transformer be used wherever 50 cycles power is used.

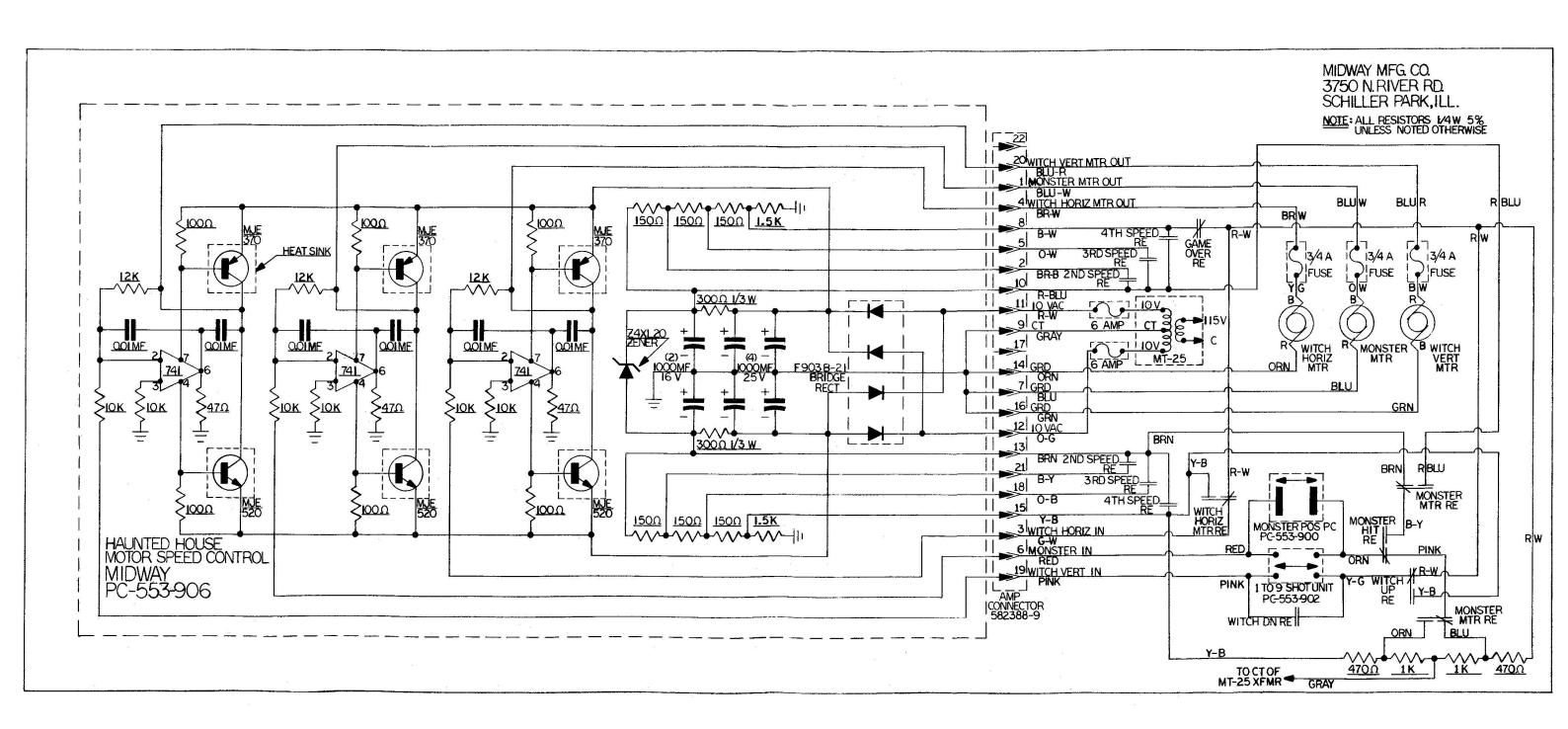
REVISIONS

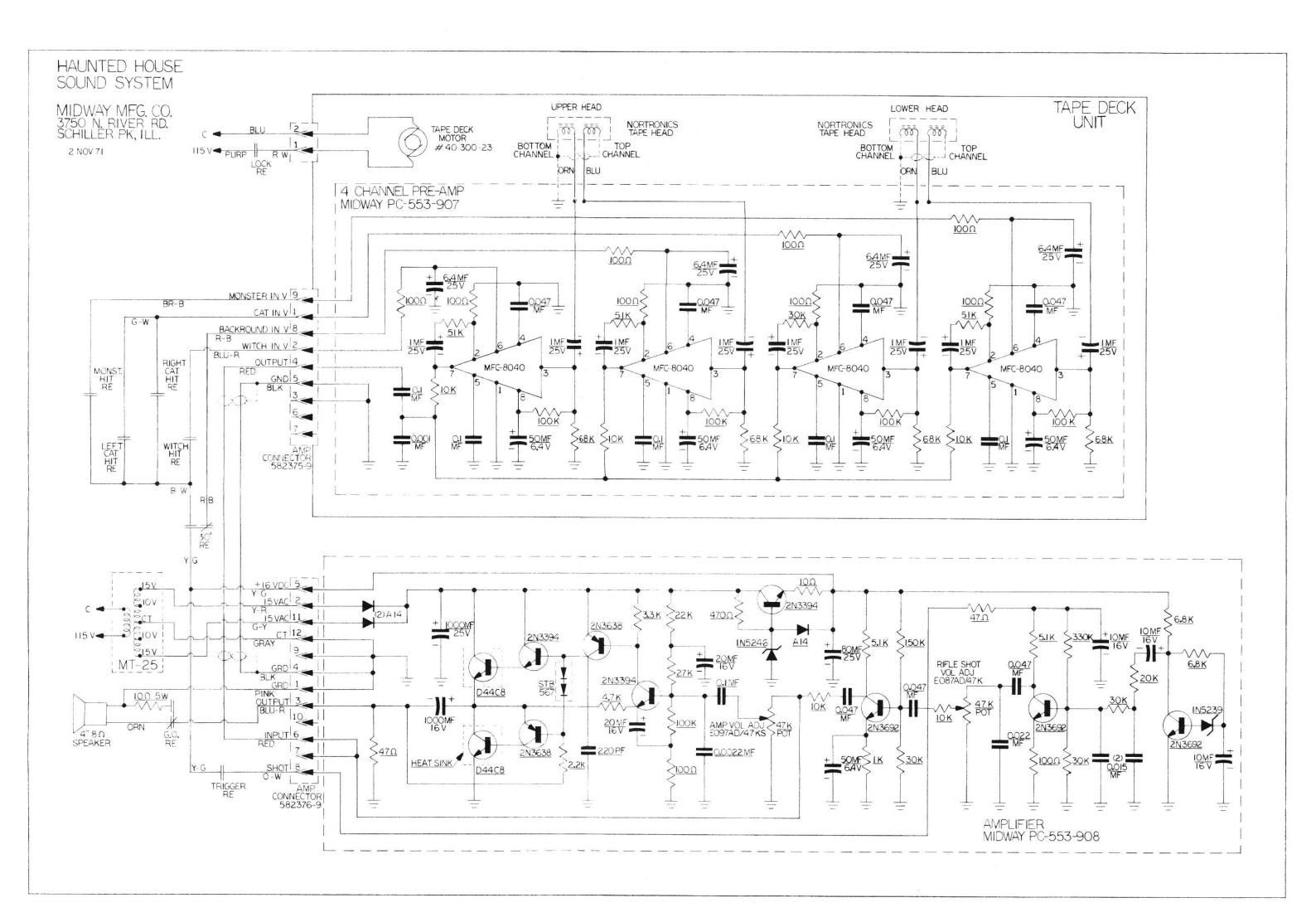
1st Step: The lower part of the transformer contains the primary or input of the transformer. The wire to the lower "C" connection is never moved. The other wire shown as (A), is connected to the 127 terminal. This wire should be connected to the terminal voltage which is closest to the input line voltage.

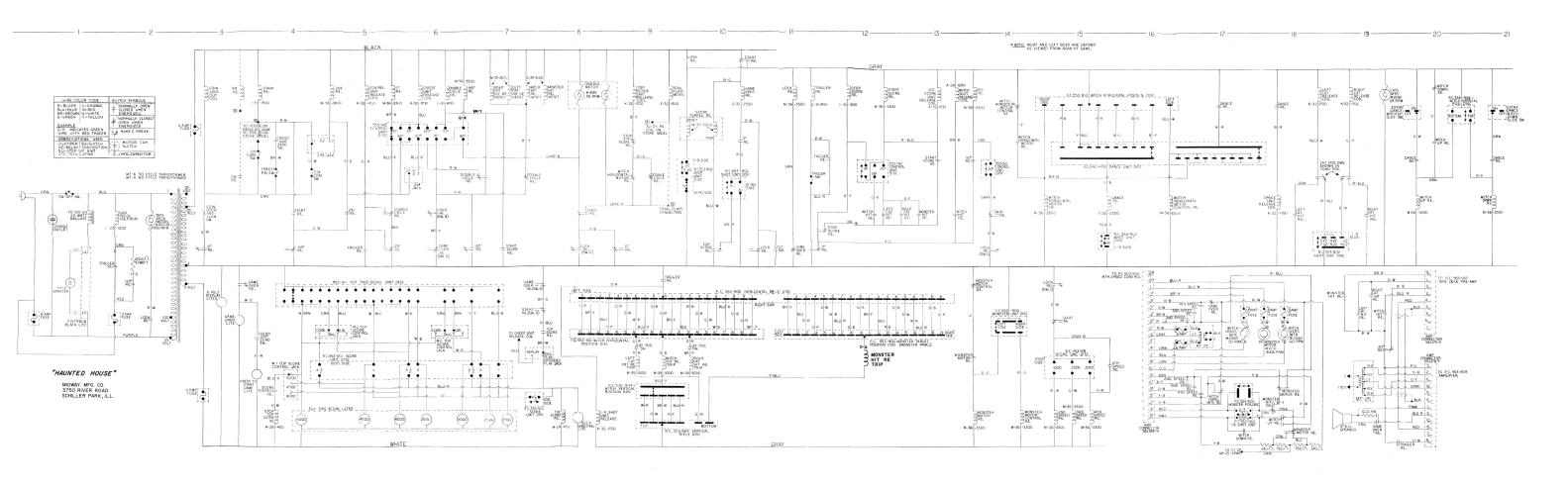
EXAMPLE: If the line voltage is 120, connect it to the 127 volt terminal. If the line voltage is 115, connect it to the 115 volt terminal.

2nd Step: The upper part of the transformer contains the secondary or output of the transformer. The black wire, shown as (B), controls the voltage to all the coils and motors in the game. If the coils or motors are too weak, the wire should be moved to the 50 volt terminal. If the coils or motors are too hot, connect the (B) wire to the 45 volt terminal.

DO NOT SCAL	E DWG.	NO. REQ'D		USED ON		AY MFG. CO.
DIM. TOLERANCES UNLESS SPECIFIED CONCENTRICITY T.I.R003	DRN. J.S.	SCALE	MAT'L.	MT-6 50 CYCLE TRANSFI CONNECTIONS	ODMED	PART NO.
	CKD. 7/10 DATE 16 10-71	HEAT TREAT	FINISH			IVIT







PDF by Inkochnito